PlayStation

NTSC U/C

PlayStation

PlayStation

XS
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EVERYONE
E
CONTENT RATED BY
ESRB

XS JUNIOR LEAGUE
DODGEBALL

XS
games

SLUS-01560

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.
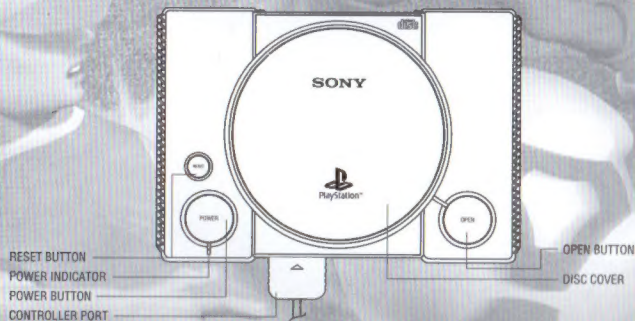
TABLE OF CONTENTS
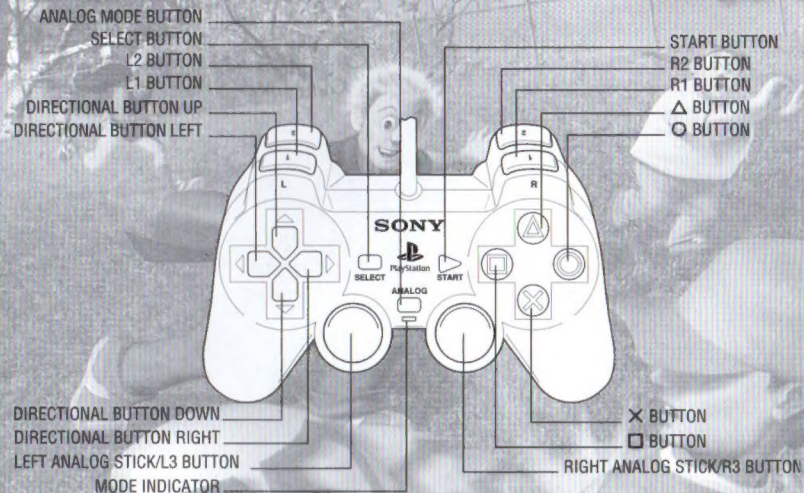
STARTUP INFORMATION

1. Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc.
2. Insert the Jr. League Dodgeball disc and close the Disc Cover.
3. Insert game controllers and turn on the PlayStation game console
4. Follow on-screen instructions to start the game.

You can save your game whenever you have complete a level if you have a MEMORY CARD. Insert your MEMORY CARD into MEMORY CARD slot 1. You can also play the game without a MEMORY CARD but you will not be able to save the game and retrieve it later.

RESET BUTTON
POWER INDICATOR
POWER BUTTON
CONTROLLER PORT

OPEN BUTTON
DISC COVER

DUALSHOCK ® Analog Controller

DUALSHOCK® analog controller

ANALOG MODE BUTTON
SELECT BUTTON
L2 BUTTON
L1 BUTTON
DIRECTIONAL BUTTON UP
DIRECTIONAL BUTTON LEFT

START BUTTON
R2 BUTTON
R1 BUTTON
△ BUTTON
○ BUTTON

DIRECTIONAL BUTTON DOWN
DIRECTIONAL BUTTON RIGHT
LEFT ANALOG STICK/L3 BUTTON
MODE INDICATOR

✕ BUTTON
□ BUTTON
RIGHT ANALOG STICK/R3 BUTTON

NOTE: Compatible only in Digital and Vibration mode

NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.
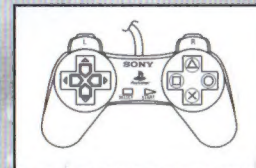
Basic Controls

Directional buttons: Move selection/Move characters
❌ button: Make decision/throw ball/catch incoming ball/pick up ball
⊙ button: Pass ball/Dodge incoming ball
△ button: Go back to previous menu/cancel selection/select player to
            control/select player to pass to

▢ button: Jump
START button: Enter Menu screen/Pause game
SELECT button: Not used
L1 L2 R1 R2 : Not used

TITLE MENU

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After boot up, the main title screen will appear. Press the START button to proceed to the Game Menu where you have the following choices to choose from. To make a selection, use the directional buttons to select an option then press the ❌ button to proceed.

Tournament: Choose your Jr. League team to play in the Jr. League Dodgeball
Vs. Mode: 2 players can go head to head
**Options:** Here you can view and change the game options

OPTIONS MENU

To select an option, use the directional buttons to make a selection then press the ⊗ button to proceed.

Load: Select this to load a previously saved tournament
Save: Select this to save your current tournament
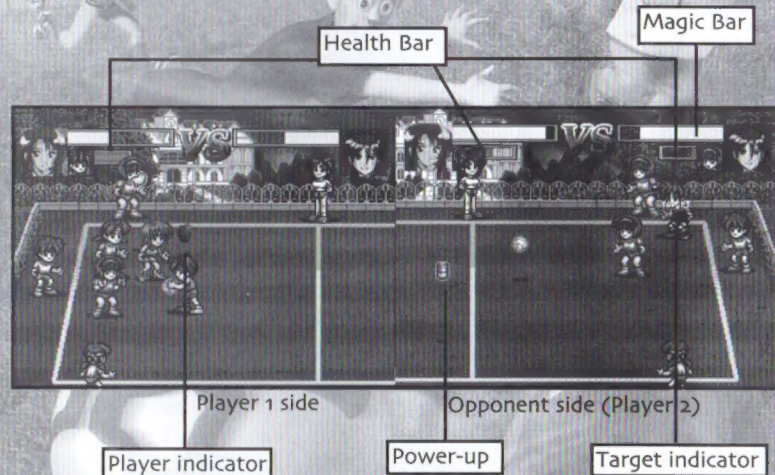**Bios:** Select this to view the character Bios of each Jr. League team leader
Mono/Stereo: Select how you wish your sound to appear

Load
Save
Bios
Mono
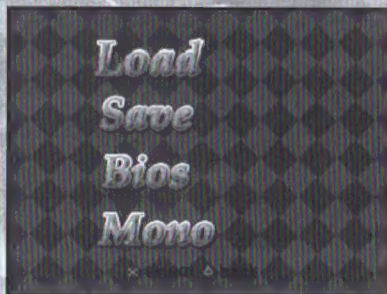
PLAYING THE GAME

After you select your game mode, choose the XS Jr. League team leader you wish to play as. To select your character, use the directional buttons to scroll through the selections and press the ⊗ button to make your choice. You can choose up to 8 different team leaders, each with their own abilities and skills.

Game Screen

Magic Bar

Health Bar

Player 1 side   Opponent side (Player 2)

Player indicator   Power-up   Target indicator

PLAYING THE GAME

Player indicator: The player that you control is indicated by this heart icon. To select which player you wish to control, press the ⃤ button.

Target Indicator: This indicator shows which opponent you are currently targeting to throw at. When the opponent controls the ball, the indicator will show which one of your team members are targeted by the opponent

Health Bar: This green bar shows the health of the current player selected.

Magic Bar: This yellow bar shows the power indicator of your team leader. Once this bar fills up all the way, your team member will be allowed to use their special "Magic Shot".

Power-up: Throughout the game, special power-ups can be grabbed by pressing the ⬤ button to catch them.

Anytime you wish to pause the game or quit a game, press the START button and the game pause menu will appear. Now, you can either choose to resume your game or quit the current game you are playing.

PLAYING THE GAME

Tournament Mode

Tournament mode consists of 7 rounds. Each round pits you against another Jr. League DodgeBall team leader. The object of each match is to knock out all of the 4 team members of your opposing team. The goal of your team is to make it to the final round and win the Jr. League DodgeBall Championship. Winning the Tournament with each character will allow you to open up a special game mode called XS Challenge where you can make a team of 4 Jr. League team leaders and play against the other 4 team leaders in one thrilling game of DodgeBall. So make sure you attempt to win the Tournament with each team leader.

Controlling your team

Each team consists of 4 main members, and 3 assisting members that are located on the outside boundaries of your opponent's team. Each member will be allowed to control the ball and have the ability to pass or shoot.

The field is divided into two sides by a boundary line in the middle. Your team is allowed to go up to this line, but must release the ball before going over. Failure to do so would cause you to lose control of the ball and will give the other team control.

PLAYING THE GAME

Moving

Use the directional buttons to move your members around. You can also allow your players to run by double tapping the directional buttons left or right. To stop running, tap the directional button once in the opposite direction. Your team members can also jump by pressing the ▣ button. This can be used for grabbing power-ups, avoiding balls and getting more leverage in your throws. Also keep in mind, the longer you hold down the ▣ button, the higher you jump!

Targeting and Throwing

The target indicator shows where your throw is targeted. To target any opponent, just face or move in the direction of that opponent. Once the target indicator is shown above them, press the ✕ button to throw the ball at them. When the opponent has the ball, the target indicator will be shown above your team member that they are aiming at.

To perform a running throw, tap the directional button twice in the direction of where you wish to go. This will give your throw more power. You can perform a jumping throw by pressing the ▣ button and then pressing the ✕ button while you are in the air. To perform a running jump throw, double tap the directional button in the direction of where you want to go then press the ▣ button. Once you are in the air, press the ✕ button to throw the ball.

PLAYING THE GAME

Passing

If you wish to pass your ball to any of your team members, use the directional buttons to face the member you wish to pass to and press the ⊙ button. You can also select a team member by first pressing the △ button. To perform a jump pass, press the ▣ button then the ⊙ button to pass the ball. You can also perform a running pass by double tapping the directional buttons in the direction of your pass and pressing the ⊙ button to pass the ball. To perform a running jump pass, double tap the directional buttons in the direction of your pass and press the ▣ button. Once you are in the air, press the ⊙ button to pass.

Dodging is the name of the game!

Of course the name of the game is DodgeBall, so not only do you need to know how to throw the ball, you need to learn how to avoid getting hit as well. To dodge any incoming ball, press the ⊙ button once the ball is about to hit you. This will allow your team member to dodge the ball. Once a ball misses you and hits the ground, press the ✕ button to pick it up.

To catch a ball press the ✕ button while the ball is about to hit you. Catching the ball will increase your "Magic Bar" and will allow your team leader to perform their Magic Shot once full. Once a member gets hit with a ball, their health indicator goes down. Once the health indicator is empty, that player is knocked out of the game. Once all of the 4 members on the field are knocked out, the game is over and the other team wins. So try your best to dodge those balls!

PLAYING THE GAME

Power shots

Power shots can be performed by any of the 4 team members on the field. Power shots can cause serious damage to whoever is targeted to receive it, so this can be very useful throughout the game. To perform a power shot, double tap the directional button in the direction of your opponent. Once your member has reached it's 5th step in the run, press the ✕ button to throw your ball. Once this is timed perfectly, one of several power shots will be made. Team leaders can perform power shots by doing a running jump as well. Just double tap the directional buttons towards your target then press and hold down the ⬤ button to jump. Once your player reaches the peak of their jump press the ✕ button to shoot the ball. This will allow your team leader to perform a power shot.

Magic Shots

Magic shots can only be performed by each team leader. Whenever your team catches or dodges a ball, the Magic Bar increases. Once the bar is full, your team leader can perform a Magic Shot that can affect an entire team. To perform a Magic Shot, double tap the directional button in the direction of your opponent then press and hold down the ⬤ button to jump. Once your player reaches the peak of their jump, press the ✕ button to shoot the ball. If timed correctly, there will be a special animation of your character's Magic Shot. A Magic Shot can either reduce an entire team's health, or recover your own team's health.

POWER-UPS

Power-Ups will appear across the field anytime during a game. To grab a power-up, simply press the ⬤ button to jump up and grab it as it sails over you.

Doughnut – Increases your Magic Bar

Drink bottle – Fully recovers the health of the team member that grabs it

Bird – Reduces the Magic Bar of your opponent

Angel – Brings back a player that has been knocked out of the game

JR. LEAGUE TEAM LEADERS

April – School: Eastbrook High
Height: 5'6"
Weight: 105lbs.
Special: Tidal Wave

Becky – School: Lakeside High
Height: 5'8"
Weight: 115lbs.
Special: Lightning

Jim – School: Eastbrook High
Height: 5'10"
Weight: 134lbs.
Special: Healing

Ryan – School: Lakeside High
Height: 6'1"
Weight: 150lbs.
Special: Ice

Julie – School: Alpine Cove High
Height: 5'6"
Weight: 109lbs.
Special: Lava Explosion

Alex – School: Alpine Cove High
Height: 6'0"
Weight: 134 lbs.
Special: Meteor

Chris – School: Oakwood High
Height: 5'11"
Weight: 150 lbs.
Special: Fireball

Tasha – School: Oakwood High
Height: 5'9"
Weight: 120lbs.
Special: Galaxy Whirlwind

XS Games Credits

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Trevor Grossman

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Rene A. Zelada

Creative Director and Manual Design:
Cindy K. Mui

Package Design:
Moore Designs

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